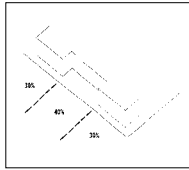
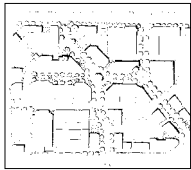
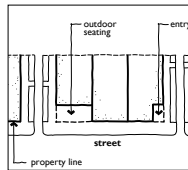


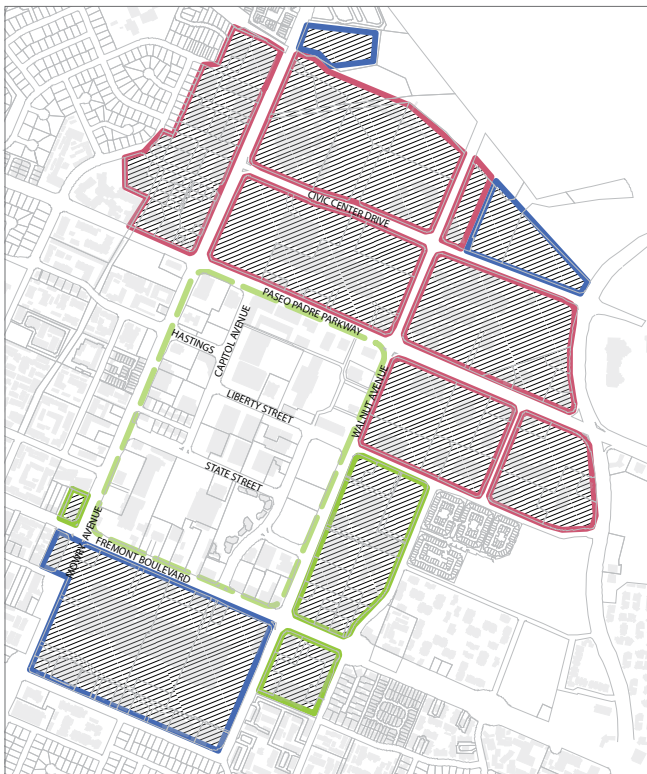


City Center Building Design



Guidelines

- A. DEFINITIONS
- B. CITY CENTER BUILDING DESIGN GUIDELINES
 - Build-To Lines
 - Parking Design
 - Building Rhythm
 - Retail-Type Frontages
 - Building Detailing
 - Public Plazas and Open Space Design



CITY CENTER BUILDING DESIGN GUIDELINES

Excerpted from the revised 2009 *Central Business District Concept Plan*.

Printed March 2012.

Available at www.fremont.gov/planning

City Center Building Design Guidelines

The following design guidelines are applicable to developments within the City Center outside of the area more precisely covered by the Downtown Community Plan. These guidelines have been excerpted from the former Central Business District Concept Plan and remain applicable to the City Center land use designation as described in the Community Plans Chapter of the General Plan.

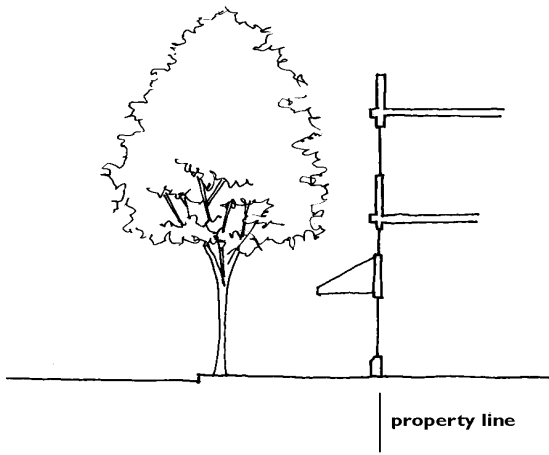
Existing buildings are not required to conform to all of the guidelines; however, proposed additions should be designed to bring the building into closer conformance with the intent of these guidelines, whenever feasible.

A. Definitions

The building design guidelines contain language that reflects the following principles:

- ◆ “**Shall**” or “**Must**” means that buildings must conform to the guideline described or must be processed as a Planned District.
- ◆ “**Should**” and “**Highly Encouraged**” means that conformance to the guideline is preferred, that conformance will be strongly encouraged by the City through the review process, and that the guideline is intended to be a recommendation to a developer about how to meet design goals.

CITY CENTER BUILDING DESIGN GUIDELINES

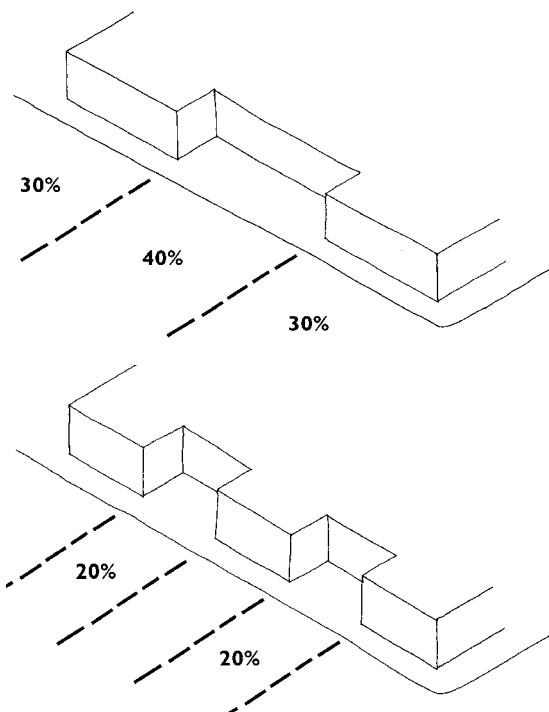


B. City Center Building Design Guidelines

This section contains the building design guidelines and accompanying illustrations.

1. Build-To Lines

At least 60% of the fronts of buildings, for the first two stories of two to four story buildings, shall be built to the property line.

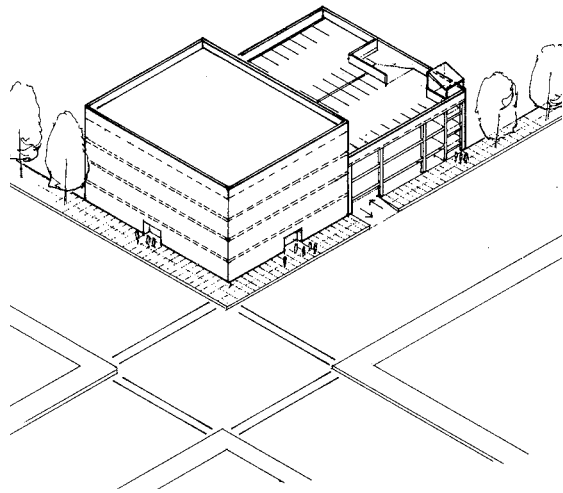
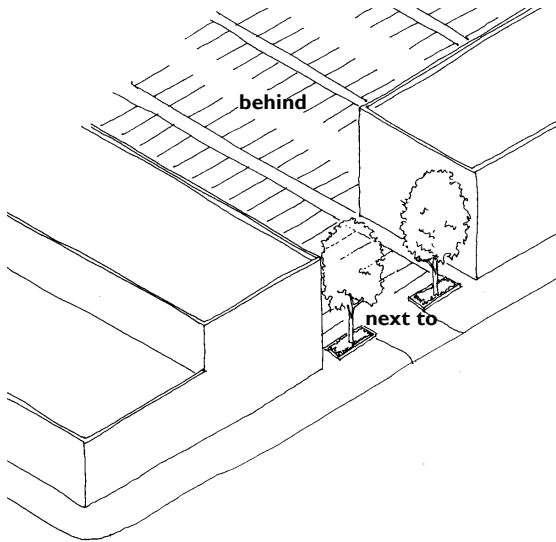


Up to a maximum of 40% may be set back, but only as a means to create plazas, open spaces or seating areas. Setbacks shall not be permitted at street corners or pedestrian walkway /street intersections.

2. Parking Design

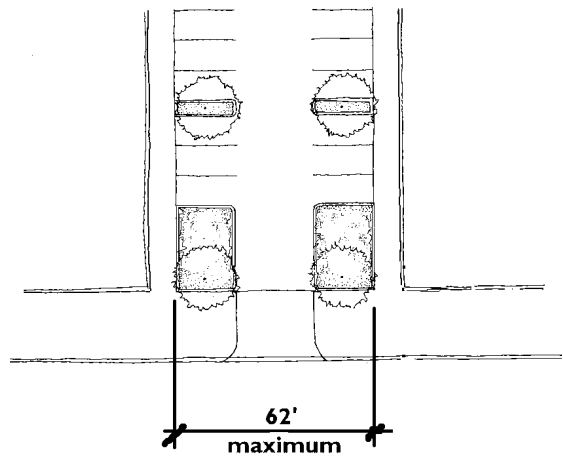
a. Location:

Parking shall be located behind buildings or next to buildings, whether in parking structures or surface lots.



b. Maximum Width:

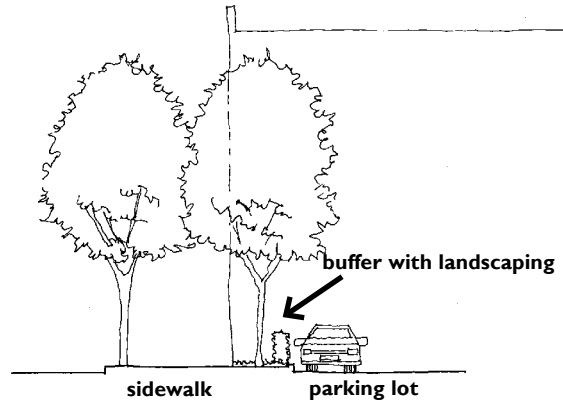
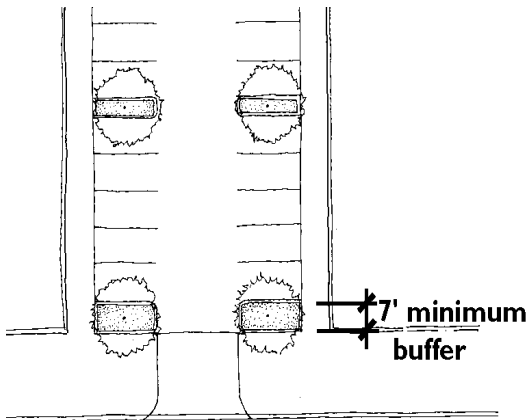
Surface parking areas next to buildings shall be no more than 62 feet wide. Parking areas must be buffered from street frontage as described below.



CITY CENTER BUILDING DESIGN GUIDELINES

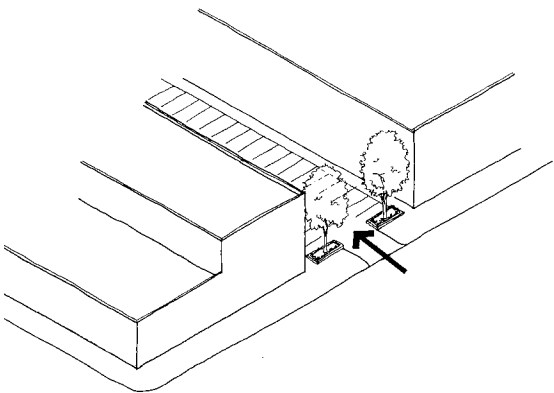
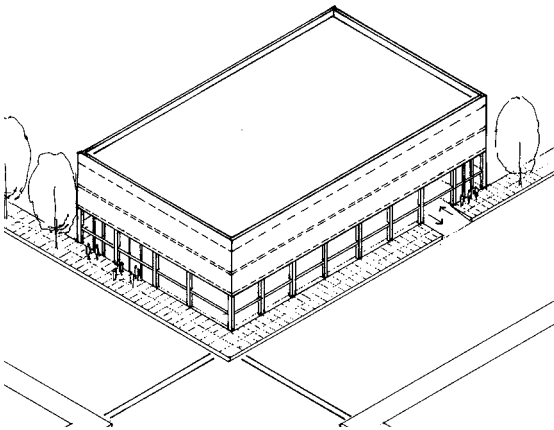
c. Buffer:

If surface parking faces any street frontage, a landscape buffer must be provided, and shall be a minimum of seven feet wide.



d. Building:

If structured parking faces any street frontage, the building shall be articulated to be consistent with other pedestrian-oriented design guidelines.

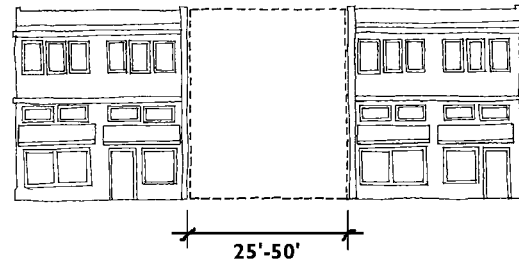


e. Access:

Vehicular access to parking should not occur from Key Streets, but should occur from non-key streets. To the degree feasible, the number of driveways from key pedestrian streets should be minimized and joint access strongly encouraged.

3. Building Rhythm

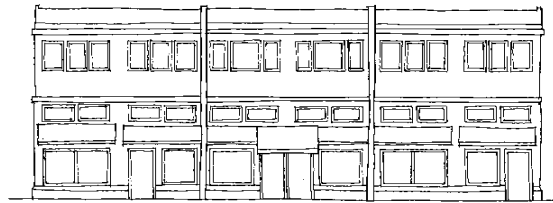
Buildings should be articulated to reflect a small-scale street frontage rhythm of approximately 25 to 50 feet.



4. Retail-Type Frontages

a. Store Fronts:

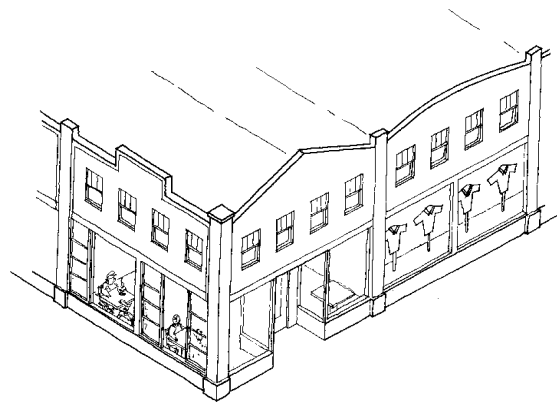
Buildings should have articulated store fronts.



b. Transparency:

Buildings should have a high degree of visual transparency, by providing large storefront windows of non-reflective, clear glass.

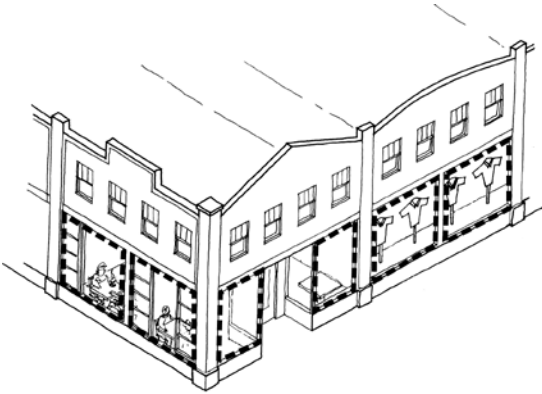
No windows are required for buildings with unique requirements, such as cinemas or theaters, provided exterior walls are designed to provide architectural relief or are screened by landscaping and pedestrian amenities, such as wider sidewalks or benches.



5. Building Detailing

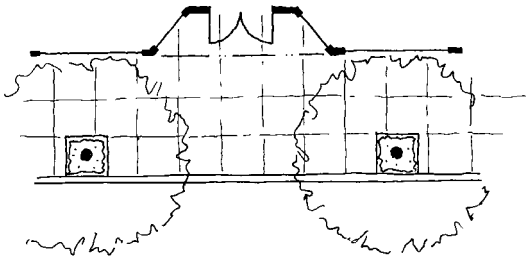
a. Detailing:

Buildings should be well-detailed with a consistent architecture and vocabulary. All facades should emphasize three dimensional detailing such as cornices, window moldings, and reveals to cast shadows and create visual interest on the facade. Architectural elements should be used to provide relief.



b. Windows:

Ground floor windows shall be large with a high degree of transparency with non-reflective glass. To the degree feasible, operable windows should be encouraged above the ground floor in new buildings.



c. Building Entries:

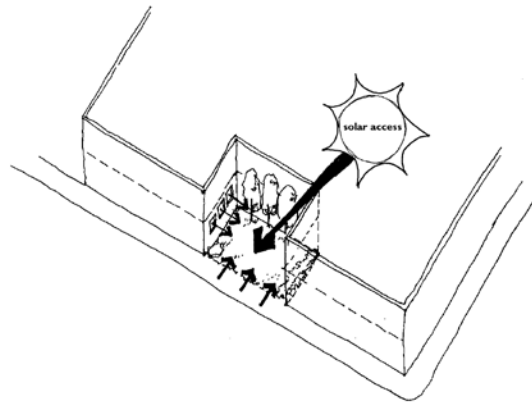
Building entries should occur from main streets, and shall be accented with features such as molding, lighting, overhangs, or awnings. Building entries should be recessed into entry bays, to create transitional spaces between the street and buildings.

6. Public Plazas and Open Space Design

These design criteria apply to projects with plazas and open spaces that are applying for a square footage bonus. The following criteria must be met (as determined by City staff) in order to qualify for the bonus:

a. Open Space Activity:

Open spaces shall be located adjacent to high-activity generating uses such as shops and restaurants. Open spaces may be used to accommodate outdoor retailing activities in order to create a lively, vital environment.



b. Open Space Transparency:

Open spaces shall be visually transparent from at least two sides. The open space shall be visible from the street frontage and building interior.

c. Open Space Orientation:

Open spaces shall have good solar orientation, including southern, western or eastern exposure. A minimum of 50% of the open space shall be in direct sunlight during summer months between 10 a.m. and 2 p.m.

d. Landscape Materials:

Paving materials shall be of high-quality materials such as stone, concrete or tile. Plant materials should be drought-tolerant species where appropriate and provide variety while being consistent with the architecture.

CITY CENTER BUILDING DESIGN GUIDELINES

e. Minimum Size:

Open spaces shall be a minimum of 1,000 square feet.

f. Location:

Open spaces should be located at the street frontage.

g. Access:

Open spaces shall be publicly accessible at all times. Gates and fences shall not be constructed.

CITY CENTER BUILDING DESIGN GUIDELINES

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